

The Grey Grimoire

The Grey Grimoire came into my possession on the third day of the third month of the third year of the decade. The manuscript was deposited on my desk in a plain brown package with no return address. No one remembers receiving it and the stamps clumsily affixed to its face were never canceled. My only clue as to its origins was the faint scent of rosemary that clung to the wrappings.

I was intrigued by the mysterious parcel but I have come to expect very little from unsolicited material. When I saw that the entire manuscript had been hand written my expectations were lowered even further. Surprisingly, my initial read through revealed an intriguing mix of new magic but the text was badly written and some passages were in a foreign language that I later learned was a dialect of ancient Greek.

Expecting a call from a smug freelancer at any moment I decided to process the strange text as I would any other submission. Enlisting the aid of an old friend I translated the foreign passages and began the laborious process of adding game mechanics to a manuscript that consisted entirely of narrative text.

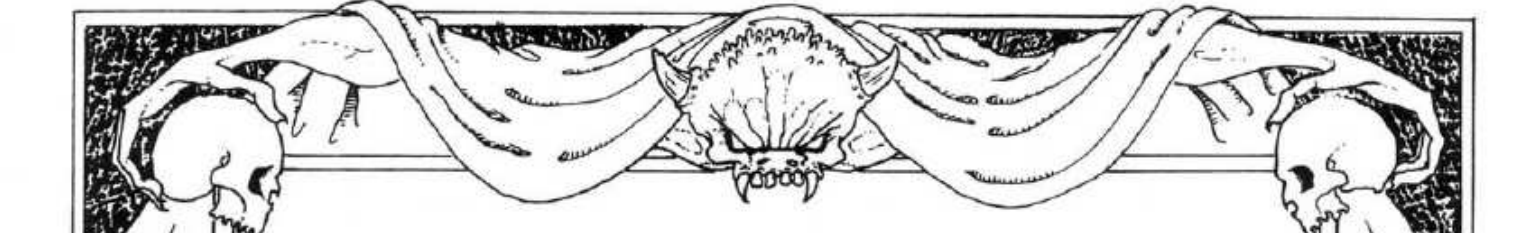
In the space of a week the Grimoire was translated, developed, edited, laid out and proofread but I had yet to receive word from my mysterious contributor. During this process I felt that strange sensation of being watched by someone (other than my senior editor). At first glance, I thought these passages contained little more than amusing background material but now I understand that there is something undeniably sinister lurking within, an insidious subtext of some kind that struggles to be understood and has resisted all attempts at editorial exorcism. I fear that what appears to be a harmless list of spells may be something far more dangerous.

I buried the finished text, claiming it was unpublishable and hoping the author would leave me what peace remained but it was not to be. As Denizens of Verekna was being prepared for publication I received a call from a stranger with a rough voice and a French accent instructing me to print the Grimoire or suffer the consequences.

As fate would have it, my erstwhile colleagues already believed that the package was some kind of practical joke and that I had written the Grimoire so there were no questions about contracts, copyright or credit. This book was added to Verekna at the last minute, as I am sure the original author intended.

I hope I have done the right thing but I truly believe I had little choice in the matter. I urge you to close this book and satisfy yourself with the meager diversions offered by the character sheets for which this product was originally devised. I cannot be responsible for the consequences of your curiosity and hereby wash my hands of the entire sordid affair.

Mike Nystul
Demons Coordinator

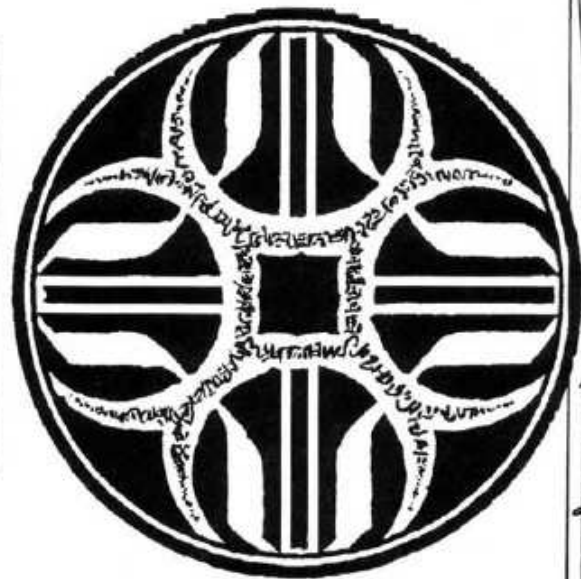


Invocation and Evocation

(a warning to the unwary)

Welcome. If you have come here seeking knowledge it will be my pleasure to oblige if you are prepared to offer a bond of service. I am a master of several arts which have empowered my office and terrified my enemies. I will share dark secrets that will burn you with their power, searing their mark into your unworthy soul. When you have made your pact, read on but if you reject my gracious offer you are warned to close this book lest I demonstrate my prowess in the construction of blessings most dire.

Note: There was some kind of a seal here and a passage that was not in English, Greek or any other language I could find. I have asked the art department to reproduce the seal in case it offers some kind of protection, but I have no intention of passing along the text in any form until I can figure out what it is.

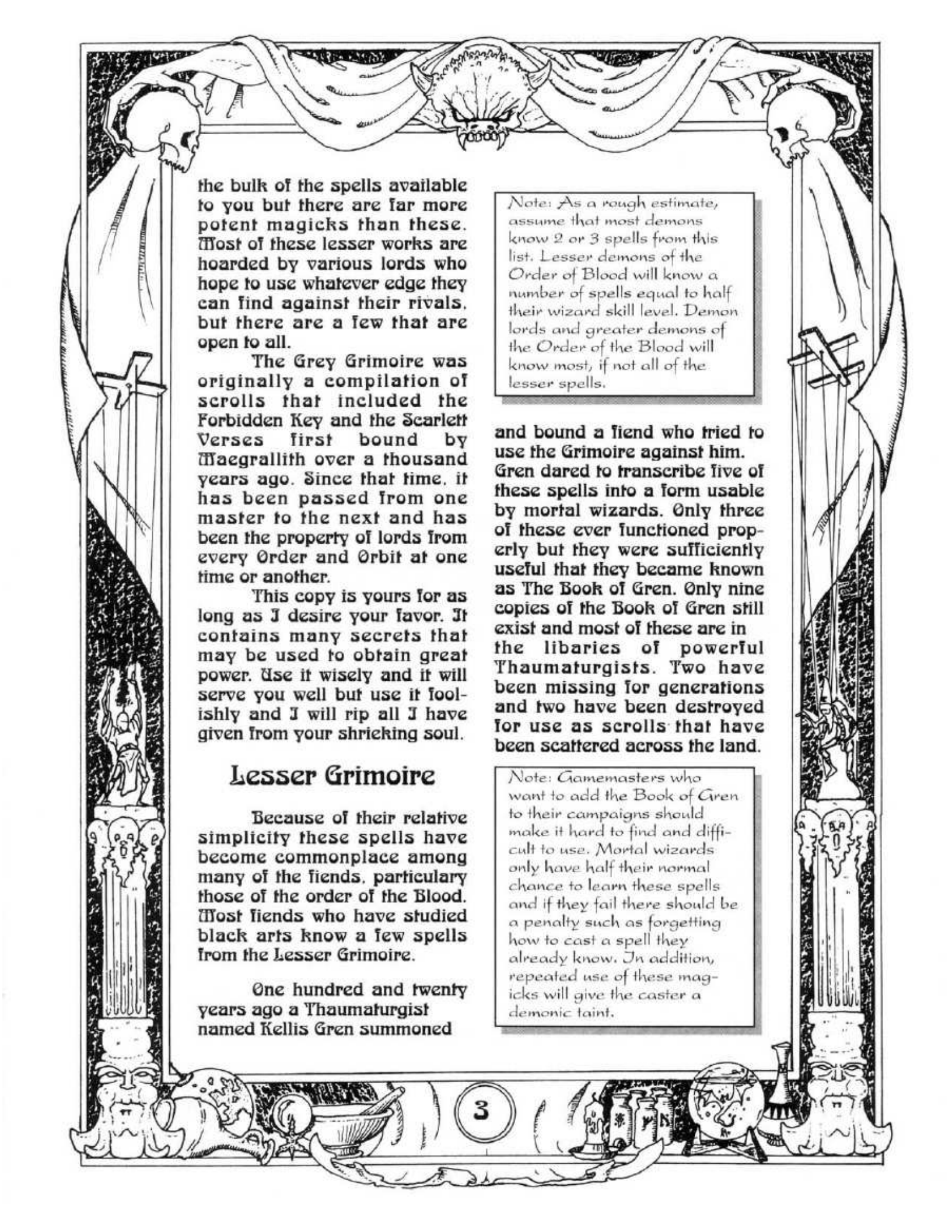


The Black Arts and the Mortal Myth

One of your most potent tools when dealing with mortal prey is their astounding ignorance. Despite countless centuries of interaction with our kind I remain impressed by the sheer depth of their stupidity. In many ways, our true power lies not in what we are but in what we are believed to be. No-where is this more true than the art. Burdened as they are with dull

perception, lack of perspective and short life span mortal wizards are limited to those few magics they are capable of comprehending. In their arrogance they believe we are only privy to those spells they have encountered. This misconception can be a considerable advantage if properly exploited.

You are doubtless aware of the thirteen tomes and the libram of pain which contain



the bulk of the spells available to you but there are far more potent magicks than these. Most of these lesser works are hoarded by various lords who hope to use whatever edge they can find against their rivals, but there are a few that are open to all.

The Grey Grimoire was originally a compilation of scrolls that included the Forbidden Key and the Scarlett Verses first bound by Maegrallith over a thousand years ago. Since that time, it has been passed from one master to the next and has been the property of lords from every Order and Orbit at one time or another.

This copy is yours for as long as I desire your favor. It contains many secrets that may be used to obtain great power. Use it wisely and it will serve you well but use it foolishly and I will rip all I have given from your shrieking soul.

Lesser Grimoire

Because of their relative simplicity these spells have become commonplace among many of the fiends, particularly those of the order of the Blood. Most fiends who have studied black arts know a few spells from the Lesser Grimoire.

One hundred and twenty years ago a Thaumaturgist named Kellis Gren summoned

Note: As a rough estimate, assume that most demons know 2 or 3 spells from this list. Lesser demons of the Order of Blood will know a number of spells equal to half their wizard skill level. Demon lords and greater demons of the Order of the Blood will know most, if not all of the lesser spells.

and bound a fiend who tried to use the Grimoire against him. Gren dared to transcribe five of these spells into a form usable by mortal wizards. Only three of these ever functioned properly but they were sufficiently useful that they became known as The Book of Gren. Only nine copies of the Book of Gren still exist and most of these are in the libraries of powerful Thaumaturgists. Two have been missing for generations and two have been destroyed for use as scrolls that have been scattered across the land.

Note: Gamemasters who want to add the Book of Gren to their campaigns should make it hard to find and difficult to use. Mortal wizards only have half their normal chance to learn these spells and if they fail there should be a penalty such as forgetting how to cast a spell they already know. In addition, repeated use of these magicks will give the caster a demonic taint.



BLEED

Level: 3
Range: self
Components: V, S
Duration: 1 round / level
Casting Time: 1
Area of Effect: 1 person
Saving Throw: Neg.

It is best to avoid direct confrontation whenever possible but there are times when a fiend has no other recourse. When mortals have you cornered, the best is to get the job done as quickly as possible. The physical vessel of the mortal spirit is exceedingly fragile and has many weaknesses readily exploited by a cunning fiend with knowledge of the black arts. Recite the sanguine verse and make the scarlett sign. One of your weapons will be temporarily enchanted, causing wounds that open wide, eager to spill your victim's vitality.

This spell will affect one physical attack of the casters choice

so long as it is only used in melee combat and causes wounds that bleed. Claws, fangs and bladed weapons are all acceptable but fists and clubs are not. For the duration of the spell anytime the caster successfully inflicts damage on an opponent with the affected attack form the victim must save vs. death or the wound will bleed. Bleeding causes 1 point of damage per round for every 3 skill levels the caster has earned to a maximum of 4 points a round (1 pt a round at skill 5, 2 points a round at skill 6-8, 3 points a round at skill 9-11 and 4 points a round at skill 12 or better.) The victim will bleed for a number of rounds equal to half the casters skill level (round down) or until a dispel magic or remove curse is cast on him, which will stop the bleeding of all of that characters affected wounds.

When the claws of the beast mark you deep, bind the wounds quickly with a knotted cloth marked with the name of your sire and that of your grand sire. If this is accomplished within three minutes, the damage caused by the bleeding will flow less freely, causing half its normal damage. Take care to use a plain white cloth and not a scrap of crimson lest the cure become a curse and your lifes blood spill twice as fast.

CLOAK OF TORMENT

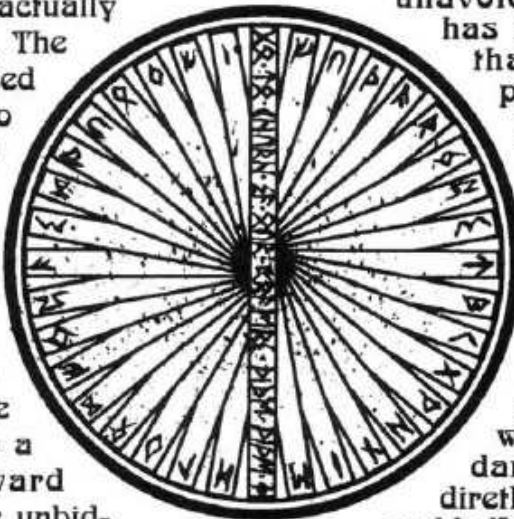
Level: 3
Range: self
Components: V, S
Duration: 1 round / level
Casting Time: 1
Area of Effect: 1 person
Saving Throw: Neg.

Usually mortal man is no match for the diabolic but sometimes a fiend faces an opponent who actually poses a threat. The old lords devised many spells to protect their minions from their mortal foes. Drawing the souls of the damned about him like a cloak the demon weaves a protective ward sealed with the unbidden sign and three redundant blasphemies. The Shield Resilient will hold fast against most attacks, forcing the bound souls to suffer instead of the demon who bound them.

This spell conjures a shield of bound souls that has 1D6 hit points for every two wizard skill levels the caster has earned (2D6 at skill 4, 3D6 at skill 6-7, 4D6 at skill 8-9 and so on.) Any attacks directed at the protected creature are resolved

normally but any damage they inflict will wound the shield instead until it reaches 0 hit points at which point it is 'killed' and the cloak comes undone. A dispel magic will not automatically destroy the spell but it will cause damage to the shield equal to the casters skill level.

Many warriors of the light are loath to participate in the torment of the damned and will vigorously pursue any available alternative, but direct confrontation is sometimes unavoidable. Legend has it that a sword that has been painted white is proof against the ghastly shield. If this precaution is taken, the weapon's effectiveness decreases (-1 to hit and does -2 damage) but will do half of the damage it inflicts directly to the demon and half to the tormented dead that protect it.



FERAL BLIGHT

Level: 2
Range: 1 yard / level
Components: V, S
Duration: 1 hour / level
Casting Time: 1
Area of Effect: 1 person
Saving Throw: Neg.

The sign of the wolf in the hands of the Infernal is a potent dwomer when combined with the silent scream. Begin with a whispered invocation of lord desire and lady rage and close with the configuration of winter. Under the sway of this curse the soul of mortal man is eclipsed by the beast he dares to deny, enticing him to acts he finds obscene. You may find the revulsion of your prey amusing, particularly when you torment him with the sanguine tears of those they love. Take care not to indulge yourself overlong despite the sweet temptation of watching the righteous squirm.

If the victim of this spell fails his save vs. death they are overcome

by bloodlust. For the duration of the spell the sight of blood becomes a powerful intoxicant that they must save vs. spell to resist. If they fail they must drop anything they are holding and drink until they are sated, which is a number of rounds equal to their Stamina unless they have recently fed in which case it only requires half the time. If a victim is allowed to drink their fill they must save vs. paralyzation or go temporarily mad, acting like a mindless beast for a number of turns equal to their Intelligence. During

this time the afflicted character is under the gamemasters control.

The act of drinking blood will cause a paladin to lose his abilities until he seeks atonement for his foul deed.

A simple countermagic was revealed to a mortal wizard by a captive demon with no love for the Order of Blood. When a victim of this spell drinks their own blood they may try again to resist the curse (receive another saving throw). If a character is wounded this is easily done but if they are unharmed they will be forced to cut themselves unless they have taken the precaution of preparing a flask of blood. Such flasks are only good for three days, after which the blood loses its vital essence. This trick will only work once (so if both saves are failed there is no further recourse).

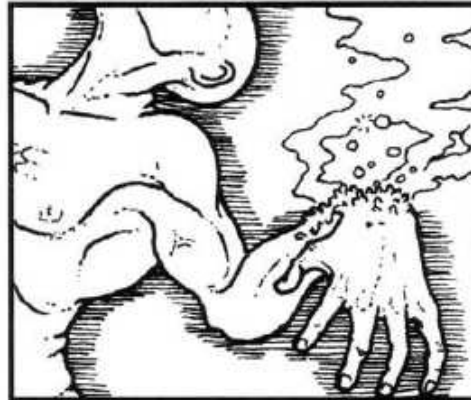


FESTER

Level: 3
 Range: self
 Components: V, S
 Duration: 1 round / level
 Casting Time: 1
 Area of Effect: 1 person
 Saving Throw: Neg.

Mortals are limited to the feeble physical weapons they can forge from the fruits of the earth. The infernal can invoke many dark magicks that serve just as well. Ready yourself by speaking the blasphemous mantra twice: once for your body and once for your soul. Making the unbidden sign invoke your inner fire and speak the name of your pain. Performed correctly, this simple ritual will cause the wounds you inflict to boil and fester causing your victim further suffering for daring to oppose you.

This spell allows the caster to inflict festering wounds with one of his physical attack forms. The attack can be a natural weapon such as claws or bite or a melee weapon but the spell only affects one attack which must be chosen when the spell is cast. For the duration of the spell, whenever



the caster successfully inflicts damage with the chosen attack the victim must save vs. poison or the wound will fester, which causes 1-4 additional damage and makes it impossible to cure with magic, and the wounds must be allowed to heal normally. A cure disease spell will make all of a characters festering wounds curable magically if cast within 1 hour of the attack.

Experimentation has revealed an alchemical solution to the withering effects of this particular enchantment. If festering wounds are washed out with the combined contents of a healing potion and a phial of holy water within ten minutes curative spells will be effective at half their normal potency (a cure light wounds spell that would normally cure four points of damage will only cure two.)



FIERY LASH OF TORMENT UNBEARABLE

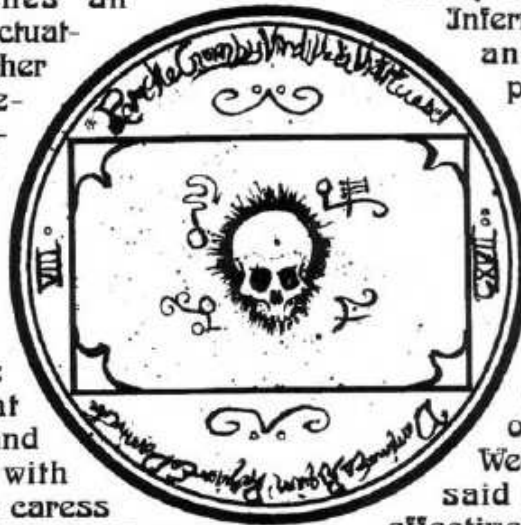
Level: 3
Range: self
Components: V, S
Duration: 1 round / level
Casting Time: 1
Area of Effect: 1 person
Saving Throw: Neg.

Recalling the secret names of pain the beast the fiend unleashes an unholy cry punctuated with the nether sign, an irresistible invocation to the invisible masters. A fiery lash will appear in the casters hand with which he may torment mortal flesh and shred sanity with the unwelcome caress of bittersweet agony. When mere claws are not enough, this weapon is a readily available alternative favored by warriors of the scourge and lesser lords who have yet to attain their avatar.

This spell conjures a lash of flame which is the equivalent of a +2 magical weapon that does 2-8 damage. Any mortal opponent who feels its sting must save vs. death or suffer a tremendous shock to their nervous

system which does additional damage equal to the casters level and if the casters level is higher than the victims stamina they are also paralyzed by the pain for 3-12 rounds. Used against a helpless opponent the lash can cause madness if it is used for 5 consecutive rounds and the intended victim fails a save vs. spell. The insanity caused by the unbearable torment is identical in all respects to that caused by the feeblemind spell.

Pain is a mortal foible too easily exploited by the Infernal host, but an ancient tradition provides an equitable defense against the unbearable lash. Three rings of gold on a silver chain worn over the heart are said to ward off evil humors. Wedding bands are said to be the most effective but more conventional jewelry will do. A character who is pure of heart (of good alignment) who bears this token takes only half damage from the pain caused (by a failed saving throw) but it can only offer this relief three times. As usual with precautions of this kind only one token can be of use at any given time. When the first is destroyed a full day must pass before another will gain potency.



MARK OF THE BEAST

Level: 2
Range: 1 yard / level
Components: V, S
Duration: 1 day / level
Casting Time: 1
Area of Effect: 1 person
Saving Throw: Neg.

Mortal dread of the demonic can be turned against them if torment is more important than triumph. With the proper dedication you can break the will of your prey. Muttering Gulran's Opening gnaw at your own flesh, drawing a drop of blood which must be spat upon the ground in a clear invitation to the invisible dread. Your victim will be marked with the taint of the Infernal, which will cast him out of mortal society and leave him alone, afraid and ready for your return.

Usually used to torment virtuous opponents this spell inflicts its victim with symptoms of demonic taint. If the target fails a save vs. spell they will acquire one or more afflictions. Some of the more common afflictions are minor physical transformations such as clawlike hands or magical effects such as the repellant of birds and beasts. See Demons or Demons II

for more examples. If the victim is a player character the gamemaster should make an effort to make player believe their character is a half demon. Spells such as detect evil or know alignment will react as though the character is evil regardless of their actual alignment. In time, this affliction could attract the unwelcome attention of Slayers and Inquisitors and could easily make them an outcast in their own lands. Only a remove curse will break the spell and put an end to the victims persecution.



In lands where fear of the infernal has overwhelmed reason casting off demonic influence is often a matter of life and death. The only sure method that does not require magic requires mutilation, which leaves you with a grim choice. If you choose to be free hold your left hand aloft, exhorting the demonic taint to come forth. This will have to be

done at least five times and is often requires lengthy repetition. When your fingers begin to tingle, take up mallet and nail and drive an iron spike through your palm, transfixing the evil. Tie a red ribbon around your wrist as tightly as you can and wait for the hand to go numb. When you can no longer feel the nail strike off the offending appendage. Performed properly, this simple ritual will free you of the taint but take care to bury the hand on hallowed ground lest the evil return in another form.

SANCTUM INFERRAL

Level: 3
Range: self
Components: V, S
Duration: 1 turn / level
Casting Time: 1
Area of Effect: 1 person
Saving Throw: Neg.

Since the accursed Compact bound us to the Infernus the divine has been ground under the heel of the diabolic. There may come a day when the host will throw off the shackles of creation and return to our proper station, but until then we must fear those who wield the light with faith. Protection from the invocation of mortal priests is possible to those who know the trick of it. Speak four of the secret names with the silent voice, sending the air with the ward of welcome. Shielding your eyes from the luminous heavens, complete the conjuration with a greater invocation to the Grand Duke of each Order. If your need is great the combined power of the Great Lords will protect you.

Only beneficial to demons and certain half-demons, this spell increases the casters infernal forti-

tude, making them resistant to the ability of clerics and paladins to turn them. For the duration of the spell the caster is allowed a save vs. spell to resist the effects of a successful turn unless the priest's skill level is more than twice the demon's wizard level in which case the spell is useless.

As this spell winds its way down the infernal hierarchy the priesthood is becoming desperate to find a way to counteract its effects. So far there are only two methods and neither of them is readily accessible.

The first is for the priest to use the true name of the demon he is attempting to turn. This method is unpopular as it requires extensive knowledge of the Infernus that many consider corrupting. Another danger is that using the wrong name is not only useless, but can attract unwelcome attention that will only make matters worse. The second method is using a holy relic instead of a holy symbol. If the relic is authentic this technique always works but such relics are few and far between and the church rarely parts with such treasures. The search for some other way to overcome the protection offered by this spell continues but so far there is no reliable alternative to these measures.





Greater Grimoire

In addition to the seven lesser spells the Grey Grimoire contains five spells of great power. These spells are usually referred to as the greater grimoire though the original author made no such distinction.

Note: Most demons will only know a few spells from this list, if any. A lesser demon of the Order of Blood will know one, a greater demon will know 2 and a demon lord of the Order of Blood will know 3. Few fiends know all of the spells from this list. Encountering even one of these spells should be sufficiently harrowing for most characters.

DWEOMERDJRE

Level: 3
Range: 1 yard / level
Components: V, S
Duration: 1 turn / level
Casting Time: 5
Area of Effect: 1 person
Saving Throw: Neg.

Pathetic as it may be the sorcery of mortals can be troublesome to lesser fiends. This magic offers retribution rather than protection so it will not ward off spells, but it will punish those who dare to use them against you. Uttering a passage from the fourth canto of the forbidden meditation, make the signs of blood and fire with hands or wings. Take care to throw off the mists of doubt or the power will turn and the prey will resist your efforts. When properly cast the victims aura is fouled and any attempt to

shape magical energies will cause their blood to burn, inflicting agony that can be lethal if the fool is weak. One of the advantages of this spell is that the ward is reactive so the more powerful a spell is the more dangerous the backlash.

Dweomerdjre is a curse that is only effective against wizards. When the spell is first cast the target is allowed a save vs. death to resist its effects. If the initial save is failed the victim must save vs. spell every time he casts a spell or take they take 1D4 damage for each of the spells skill levels (a skill 3 fireball spell would inflict 3D4 on the wizard who casts it unless he makes his save.) A dispel magic or remove curse will free the wizard of the dweomer before the duration has runs its course but if the victim tries to cast either of these spells on himself he must still save or suffer additional damage.

Mortal sorcerers have yet to discover a means of evading this spell but there is a way to resist the damage the curse can cause. A wizard who uses material components that have been blessed by a novice priest at dawn will only take half damage (if they fail their save) when casting a spell. (It is believed that in this case the term 'novice priest' refers to a priest of skill level 3 or lower). Considering the frequent misunderstandings between the priesthood and practitioners of the mystic arts obtaining such blessings may be difficult. Obviously this technique is only effective for spells with material components but as it is the only protection available it is better than nothing. If a wizard suspects he will face an infernal opponent with knowledge of this spell he would be well advised to rely on those magicks that can incorporate blessed components.

GRJEVOUS SYMPATHY

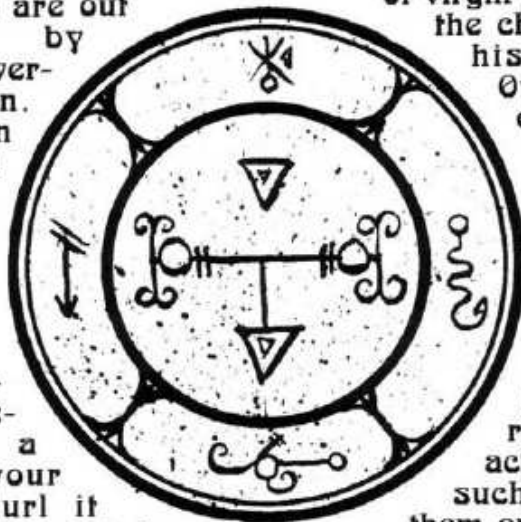
Level: 4
Range: special
Components: V, S
Duration: 1 round / level
Casting Time: 1
Area of Effect: 1 person
Saving Throw: Neg.

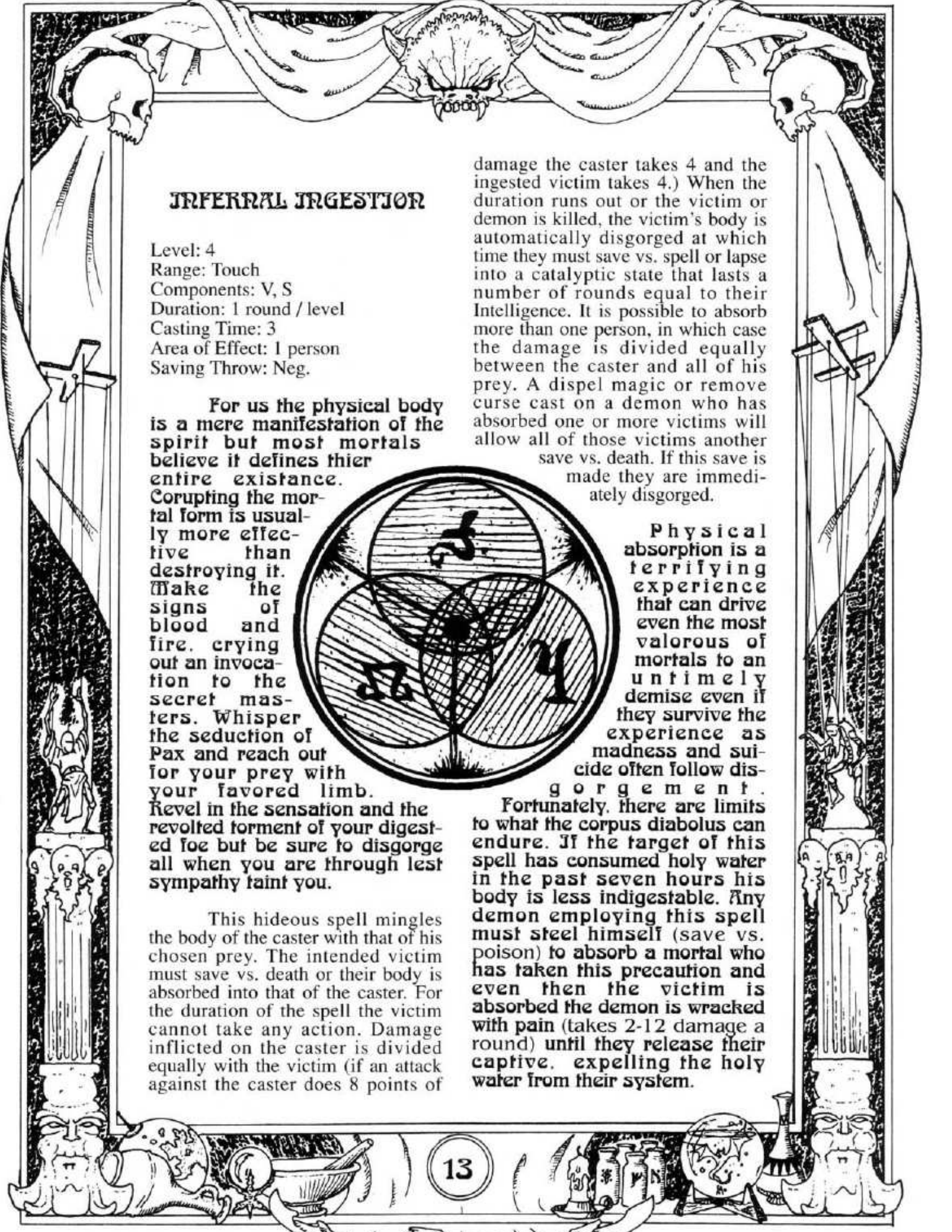
The tenacity of some mortal heroes is surprising considering their moral frailty. If you are outmaneuvered by unusually powerful opposition, simply turn their strength against them. Invoke a lord of blood and call upon the wards within you, crying out an improvised blasphemy. Call up a shard of your heart and hurl it against any mortal opponent that you can see. Any pain the foe dares inflict on you will be shared by your prey, a rare justice for a warrior of the pit.

This spell sets up a sympathetic bond between the caster and his victim. It can be cast on any opponent the caster can see. The target is allowed a save vs. death to resist the effects of the curse. If they fail, for the duration of the spell any damage taken by the caster will also be taken by the victim unless he

makes a save vs. death. It is possible for the demon to affect more than one character in which case they all suffer the full effects of the bond as though each were the only victim.

This spell depends upon sympathetic magic that can be confounded by clever wizards who have the foresight to prepare a Spirit Vessel. The theory is similar to that used in the construction of a magic jar, but on a much smaller scale. A small pot is crafted of virgin clay into which the character writes his true name. Over the course of a week the celebrant pours seven drops of his blood into the vessel, reciting his name three times forwards and three times in reverse. A character who carries such a vessel with them only suffers half damage when they fail a saving throw to resist the sympathetic bond.





INFERNAL INGESTION

Level: 4
Range: Touch
Components: V, S
Duration: 1 round / level
Casting Time: 3
Area of Effect: 1 person
Saving Throw: Neg.

For us the physical body is a mere manifestation of the spirit but most mortals believe it defines their entire existence. Corrupting the mortal form is usually more effective than destroying it. Make the signs of blood and fire, crying out an invocation to the secret masters. Whisper the seduction of Pax and reach out for your prey with your favored limb. Revel in the sensation and the revolted torment of your digested foe but be sure to disgorge all when you are through lest sympathy taint you.

This hideous spell mingles the body of the caster with that of his chosen prey. The intended victim must save vs. death or their body is absorbed into that of the caster. For the duration of the spell the victim cannot take any action. Damage inflicted on the caster is divided equally with the victim (if an attack against the caster does 8 points of

damage the caster takes 4 and the ingested victim takes 4.) When the duration runs out or the victim or demon is killed, the victim's body is automatically disgorged at which time they must save vs. spell or lapse into a catalytic state that lasts a number of rounds equal to their Intelligence. It is possible to absorb more than one person, in which case the damage is divided equally between the caster and all of his prey. A dispel magic or remove curse cast on a demon who has absorbed one or more victims will allow all of those victims another save vs. death. If this save is made they are immediately disgorged.

Physical absorption is a terrifying experience that can drive even the most valorous of mortals to an untimely demise even if they survive the experience as madness and suicide often follow disgorgement.

Fortunately, there are limits to what the corpus diabolus can endure. If the target of this spell has consumed holy water in the past seven hours his body is less indigestible. Any demon employing this spell must steel himself (save vs. poison) to absorb a mortal who has taken this precaution and even then the victim is absorbed the demon is wracked with pain (takes 2-12 damage a round) until they release their captive, expelling the holy water from their system.



UTTERDARK

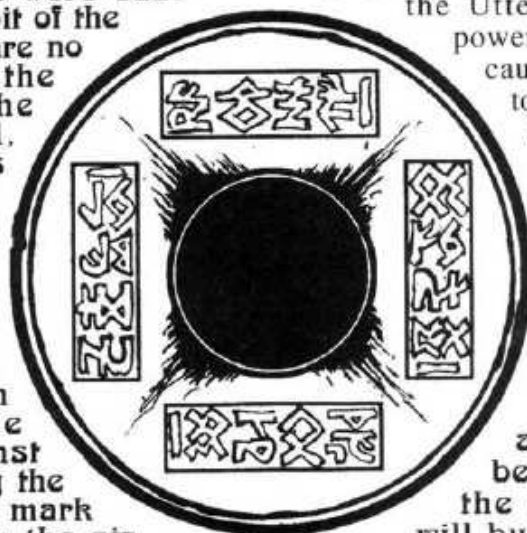
Level: 4
Range: special
Components: V, S
Duration: 1 round / level
Casting Time: 1
Area of Effect: special
Saving Throw: Neg.

Raised in the outer nothing before we were cast into the fiery pit of the Infernus, we are no strangers to the dark. On the other hand, mortal man is a creature of light who was raised to fear the dark and the horrors they believe it conceals, making it an effective weapon against them. Scribing the thrice cursed mark of the void on the air before you recite the invocation of night, parting the curtain of reason with outstretched hands. If the ritual was performed properly the utterdark will come streaming through the focal lens of your physical body. Not only will it confound their sight, exposure to the void it will eclipse the pitiful candles of their souls, causing them untold pain.

Utterdark creates a cone of darkness as far as the caster can see.

The black light comes streaming out of the casters eyes in beams that cannot pass through solid objects, creating shadows of light where the caster cannot see. Not only is this darkness impervious to normal sight, it is so intense that it causes 2-8 damage a round to living creatures unless they save vs. spell. The caster can see normally and is immune to the spells damaging effects. The cone can easily be repositioned by turning the head and will move with the caster. Trying to cast light-related spells in the Utterdark creates a powerful backlash that causes 3-18 damage to the casting character.

The only shelter from the true darkness for mortal man is a Lantern of Eternal Hope. Such devices are few and far between because the only fuel that will burn within them are the tears of innocence, a rare commodity indeed. Few lanterns can only be created by a skilled glassblower working in concert with a wizard who serves the gods of law. Only the pure of heart may light the argent flame, which will burn as long as the bearer believes in its power. The globe of light cast by the lantern offers protection from the Utterdark but cannot penetrate the mists of doubt.



WATCHWARD

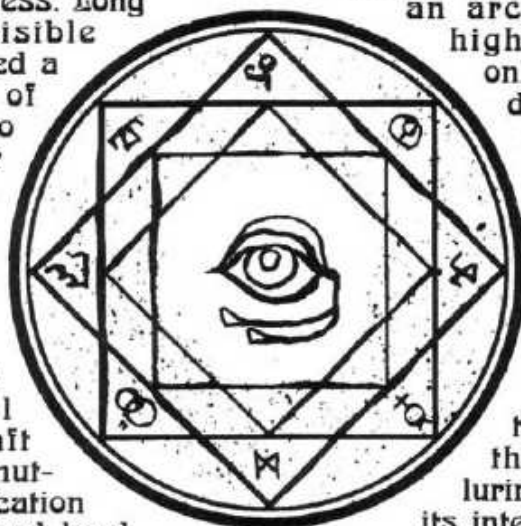
Level: 4
Range: 1 yard / level
Components: V, S
Duration: 1 round / level
Casting Time: 1
Area of Effect: 1 person
Saving Throw: Neg.

The spells of mortal wizards pale to the sorcery of the Infernus but they can be a nuisance nonetheless. Long ago the invisible masters created a phantom web of living tissue to be drawn out by any fiend with the cleverness to reach beyond the shackles of reality. From the ephemeral strands craft your desire, muttering an invocation to your favored lord and a hated foe. Weave the mark of retribution and set your ward upon your left shoulder, demanding its vigilant obedience.

This spell creates a living ward that feeds off of the magical energies produced by spellcasting. When at rest the ward is a shadowy blur similar an unseen servant. If a mortal wizard casts a spell within range of the caster the ward springs to life, becoming a feral beast with massive fangs and a snakelike tongue.

The victim must save vs. spell or their spell is interrupted and the creature may attack with a THACO of 7, doing 1D6 damage for every 4 skill levels the caster has earned (1D6 at skill 4, 2D6 at skill 8, 3D6 at skill 12, etc..) As soon as it strikes the ward returns to the casters shoulder and becomes dormant again until another spell is cast.

Preparing a defense against this cunning dweomer was a difficult task that required the cooperation of an archmage and a high priest. The only way to bring down the ward is to dispel it, but doing so subjects the caster to attack. Their solution was to create a decoy that would attract the attention of the living ward, luring it away from its intended prey. The best lure is a ring of mistletoe wound with brass wire prepared by casting magic aura on the device. As long as the spell is in effect, the first time the bearer falls victim to the spell (fails their save), the ward will automatically strike the decoy, destroying it instead of the wizard. Carrying more than one decoy is useless as the contradictory emanations ruin the effect so only one lure can be carried at any given time.



A Final Nightmare

There is one final spell in the Grimoire but it is not presented in a form that is readily accessible. The text of the thirteenth spell is woven through the entire work so that the other twelve spells contain the last. Only wizards who possess the entire Grimoire and have read all of the spells may try to learn the last and to do so they must save vs. spell. If an attempt is failed, knowledge of all of the Grimoire spells is irrevocably lost.

TEARS OF BLOOD

Level: 4
Range: 1 yard / level
Components: V, S
Duration: 1 round / level
Casting Time: 1
Area of Effect: 1 person
Saving Throw: Neg.

Note: there was some kind of warning here but it would not translate. As the introduction suggested the text for this spell was hidden in the rest of the manuscript but I managed to ferret most of it out. I hope what I was able to salvage will be useful.

The victim must save vs. death or on the following round they begin to weep tears of blood. Each round this bleeding causes 1-4 damage and the victim must save vs. death or they are blinded. Once blind the bleeding does 2-8 damage a round and the victim must save vs.

death or their eyes are destroyed and the bleeding causes 3-12 damage a round.

Mundane healing cannot stop the bleeding. Only a dispel magic or remove curse can close the unseen wounds.

Once the bleeding has stopped the and the victim is merely blind their sight can be restored by cure blindness, dispel magic or remove curse.

If the victims eyes were destroyed they must be restored by a regeneration spell before cure blindness will have any effect.

Prepare a blindfold cut from the hem of a high priests gown and mark the cloth with a cross over each of the eyes. Keep the blindfold and a phial of holy water at hand. When the fiend appears, pour the blessed water over the blindfold and hold it ready. If the beast tries to use this spell, quickly hold the cloth to your eyes and wipe away the first drops of blood, and with them the curse.